```
ngl::InputObserver
# m eventCallbacks
# m enabled
+ ~InputObserver()
+ Inform()
+ Enable()
+ IsEnabled()
+ AddCallback()
+ RemoveCallback()
+ RemoveCallbacksOfType()
+ RemoveAllCallbacks()
+ IsCallbackRegistered()
# InputObserver()
# ProcessEvent()
    ngl::SceneController
   + SceneController()
   + ~SceneController()
   + GetName()
```